P·O·E·M

MacEmbroidery USER'S MANUAL

AISIN

Preface

Thank you for purchasing POEM®-500.

Please read this MacEmbroidery™ V.2.0 user's manual carefully.

How to use this manual

Getting Started

This section details what will be necessary before using MacEmbroidery and provides explanations of terms which will be used in MacEmbroidery V2.0. Please be sure to read the entire section carefully.

Learning MacEmbroidery

All basic functions between system startup and shut-down are explained. Even if it is your first time using MacEmbroidery V2.0, you will be able to complete basic embroidery patterns after reading this chapter.

Basic Operations

All MacEmbroidery V2.0 functions are explained. This section can be used as a reference guide after you have read it once.

More Complex

Tips for producing beautiful embroidery are provided.

Monochrome Version

For those who will be using MacEmbroidery V2.0 with a monochrome monitor, differences in operation methods are explained.

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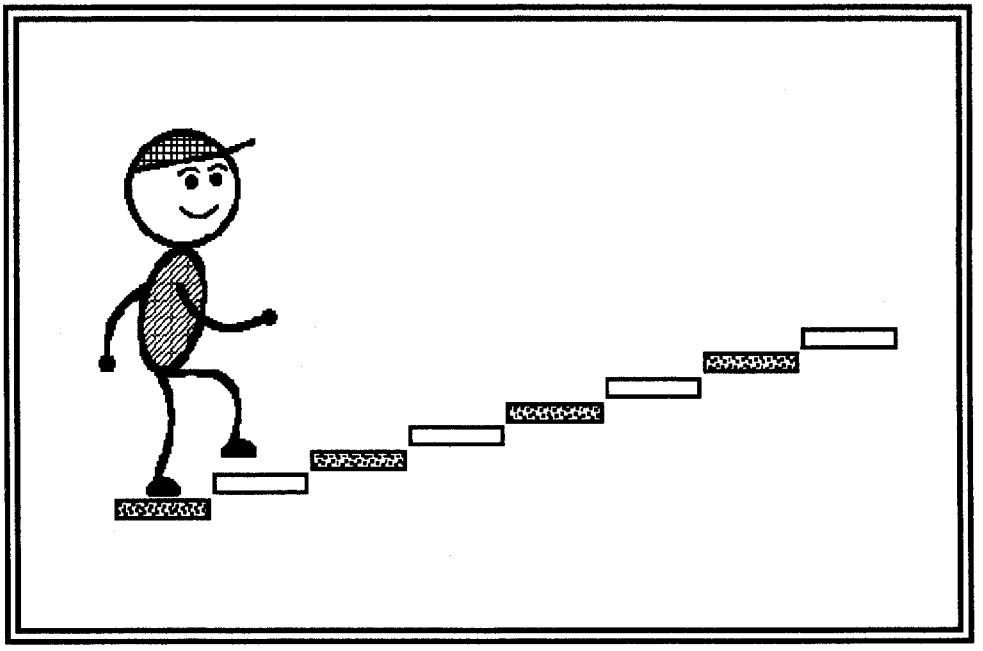
Getting Started

Before Using MacEmbroidery V2.0



1. System Configuration of MacEmbroidery V.2.0

• Software Configuration

System Disk (1)

MacEmbroidery V.2.0 Color

MacEmbroidery V.2.0 Mono

Sample Data Color

Sample Data Mono

Manual (1)

Software Manual

• Hardware Structure

Apple Personal Computer (any of the following)

Macintosh Plus, Macintosh SE, Macintosh II, Macintosh SE/30, Macintosh IIcx, Macintosh IIci, Macintosh IIfx, Macintosh Classic, Macintosh LC, Macintosh IIsi

Memory

1 MB is needed for MacEmbroidery V2.0 apart from the system memory, and sufficient space must be allotted on the hard disk as well.

Operating System

System 6.0.4~System 7.0

To use the color version of MacEmbroidery, 32 bit quick draw should be installed in your system and the monitor mode should be set to 256 colors. If you do not have 32 bit quick draw, please consult your computer dealer.

Embroidery Machine

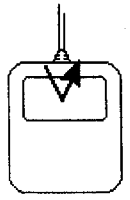
POEM-500

* Some system dialogues may be different under system 7.0.

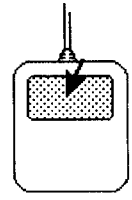
2. Basic Operation of Mouse

Mouse operation in MacEmbroidery is as follows:

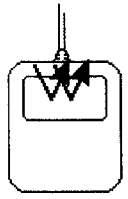
Click	Press down on mouse button and release quickly
Double Click	Press down on mouse button twice and release
Hold	Press down on mouse button and hold
Drag	Press down on mouse button and drag while holding
Shift, Drag	Drag while holding down Shift key on keyboard
Option, Drag	Drag while holding down Option key on keyboard



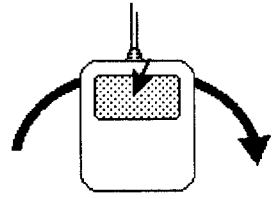
<Click>



<Press>



<Double Click>



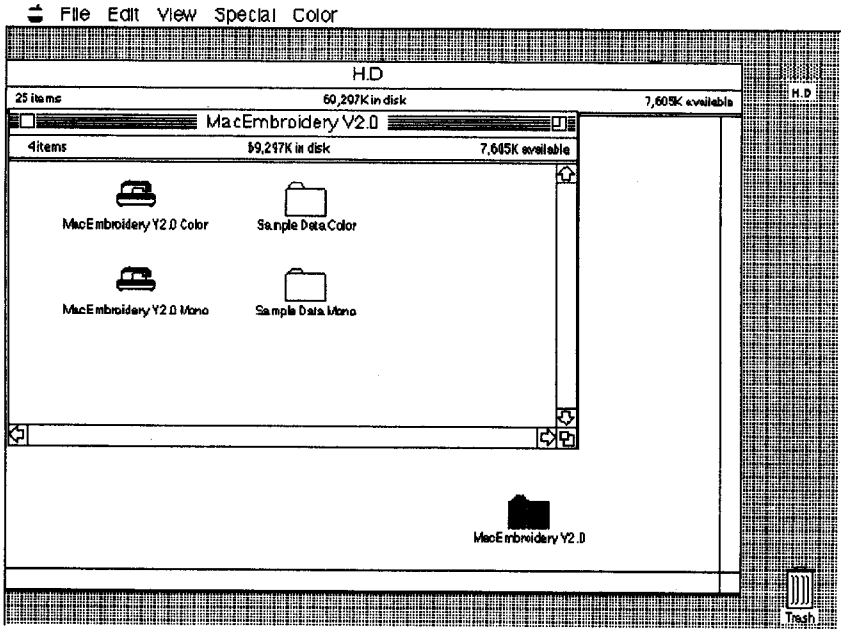
<Drag>

3. Installation

Drag the MacEmbroidery V.2.0 icon to the hard disk and copy.

1) Insert the MacEmbroidery V.2.0 system disk into the floppy disk drive.
2) Drag the MacEmbroidery V.2.0 floppy icon to the hard disk.

3) Drag the MacEmbroidery V.2.0 floppy icon to the trash to eject the disk.
4) Confirm that a folder labeled MacEmbroidery V.2.0 has been created on the hard disk and that it contains all the necessary items. (Refer to pg. 8, Software Configuration.)

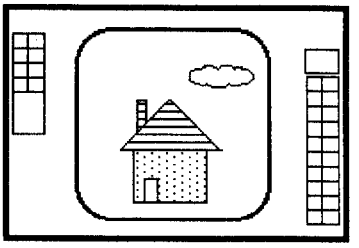


5) If using the color version, drag the monochrome version to the trash. If using the monochrome version, drag the color version to the trash.

4. Files Used in MacEmbroidery V2.0

1) Picture File

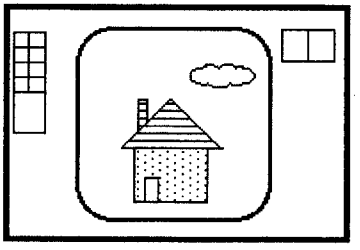
A design created within Macembroidery by drawing or imported from another software program

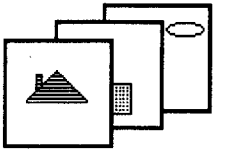


⇩ layer division (Assign)

2) Art File

A design divided into layers with stitch patterns and colors assigned to each layer

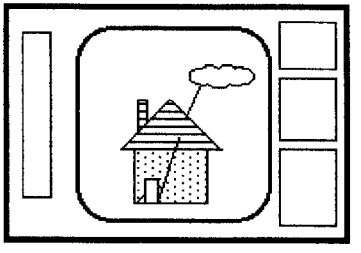


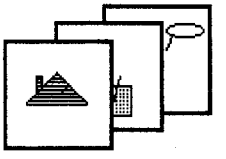


⇩ (convert...)

3) POEM File

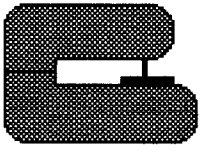
A file which has been converted from an Art File to a form which can be understood by the POEM-500 embroidery machine





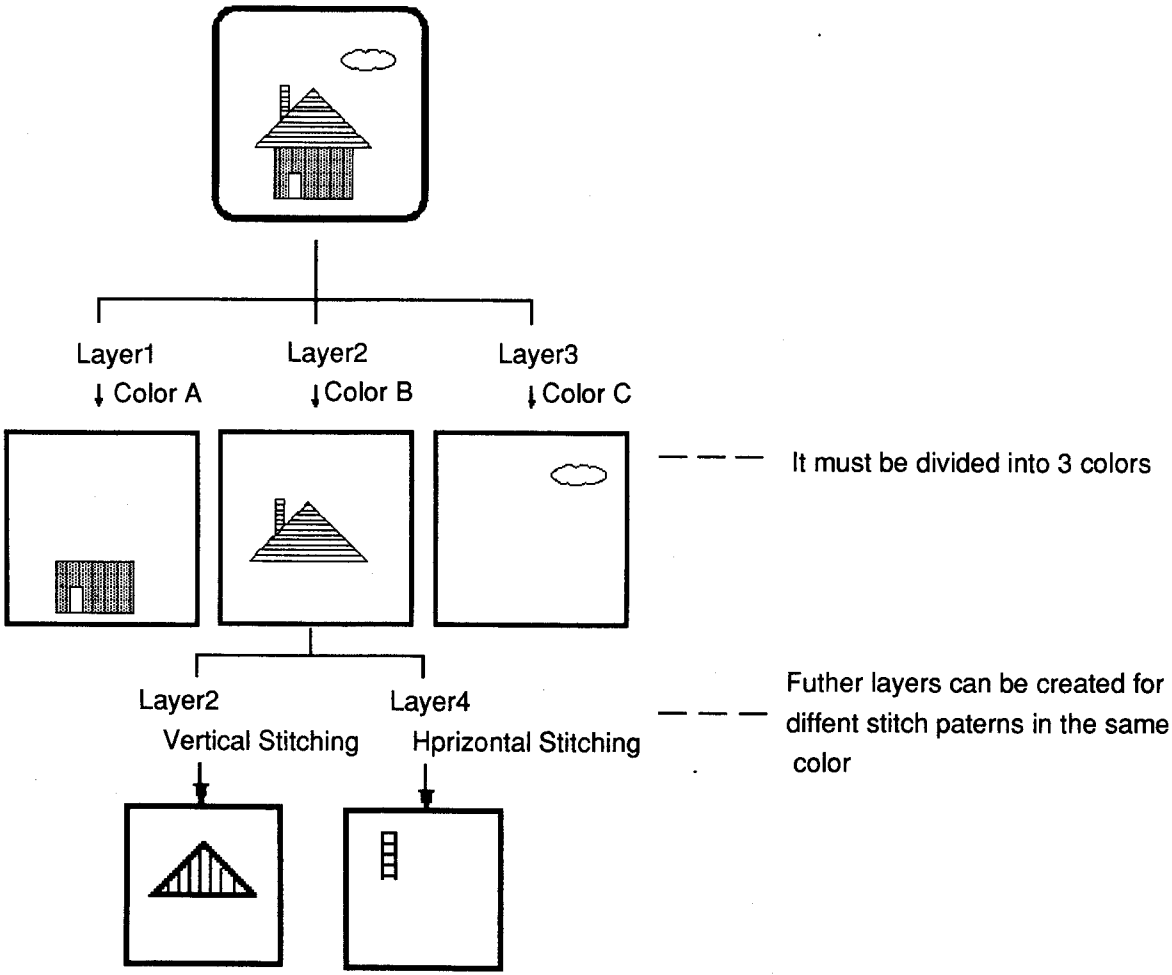
⇩ POEM-500 control

Perform embroidery.



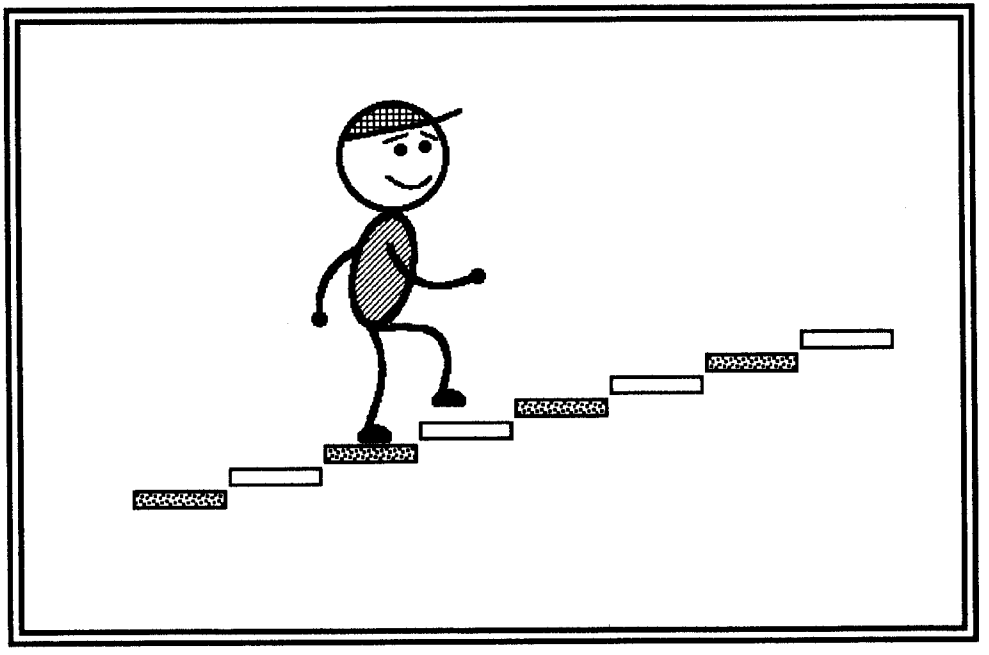
5. Definition of a Layer

Art Files consist of one or more layers. Each Art File can consist of up to 25 layers. Each layer can be assigned only one color and one stitch pattern. Therefore, if several different colors are desired, the same number of layers will be required. Similarly, if different stitch patterns are desired in the same color, separate layers will be required.



Learning MacEmbroidery V2.0

Embroidering Simple Designs



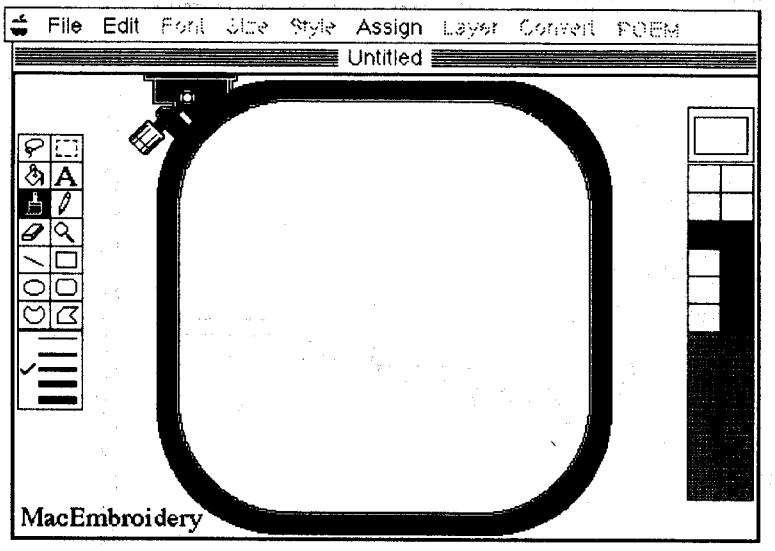
1. System Startup

1) Refer to your Macintosh Owner's Guide and System Software Guide to turn on your Macintosh. Refer to your P•O•E•M User's Manual to turn on your POEM-500 machine.

2) Double click the hard disk icon to open, then double click the MacEmbroidery V.2.0 folder.

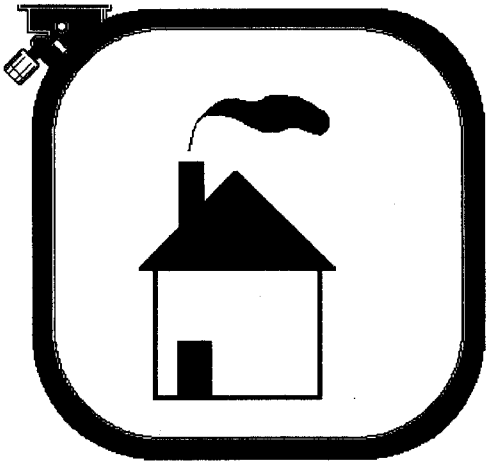
3) Double click the MacEmbroidery V.2.0 Color Version icon. Your screen should appear as shown below.

Monochrome --> p. 88



2. Creating Picture Files

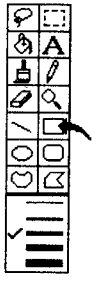
Let's draw the picture shown below.



The body of the house will be blue, the roof will be red, and the smoke will be sky blue.

1) To draw the body of the house

Click blue on the color palette.
Click the rectangle tool in the tool box; the cursor will change from the arrow to a cross.



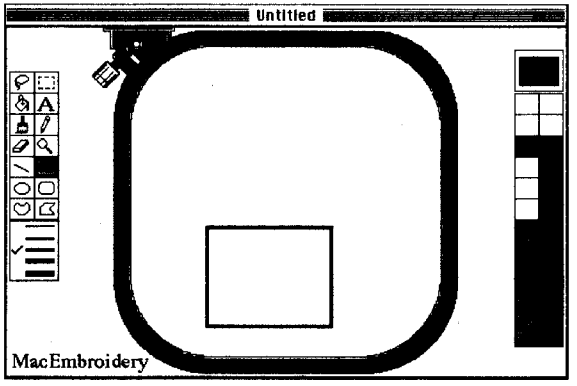
Tool Box

Color Palette

Color Palette
--> p. 69
Tool Box
--> p. 48
Rectangle Tool
--> p. 61

Monochrome
--> p. 88

Drag (press and hold the mouse button while moving the mouse) until an appropriately-sized rectangle has been drawn for the body of the house.



2) To draw the door

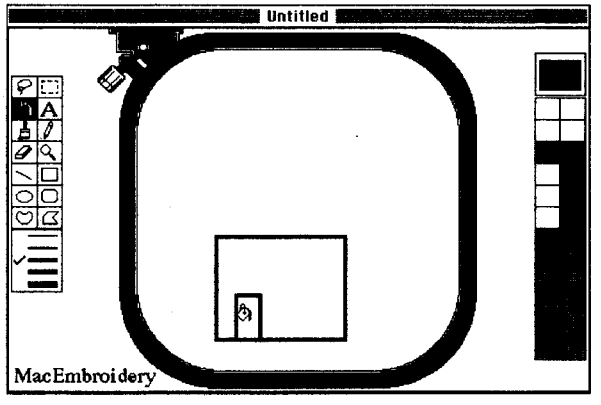
Using the same method, drag the mouse until an appropriately-sized rectangle has been drawn for the door.

To paint the door

Click the paint bucket tool in the tool box; the cursor will change to a paint bucket.

Position the cursor inside the outline of the door and click once.

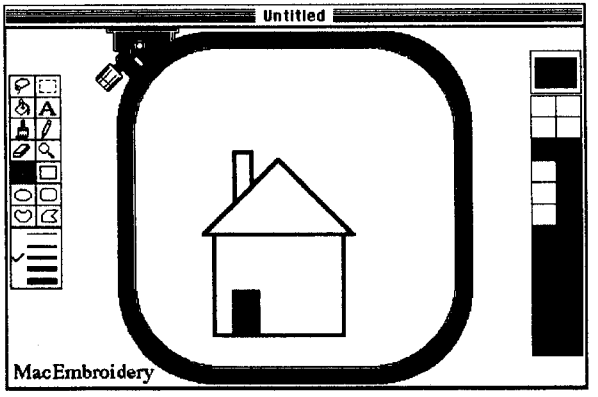
Paint Bucket Tool
--> p. 52



3) To draw the roof and chimney
Click red on the color palette
Click the line tool in the tool box; the cursor will change to a cross.
Drag the mouse until the line drawn is an appropriate length.
Repeat the above steps to draw the remainder of the roof and chimney.
Do not leave any gaps between the lines forming the roof or chimney.
(If gaps are left, the color will leak out of the objects when the paint bucket is used.)

Line tool
--> p. 59

To paint the roof
Click the paint bucket tool in the tool box.
Position the cursor inside the outline of the roof and click once.
Repeat for the chimney.



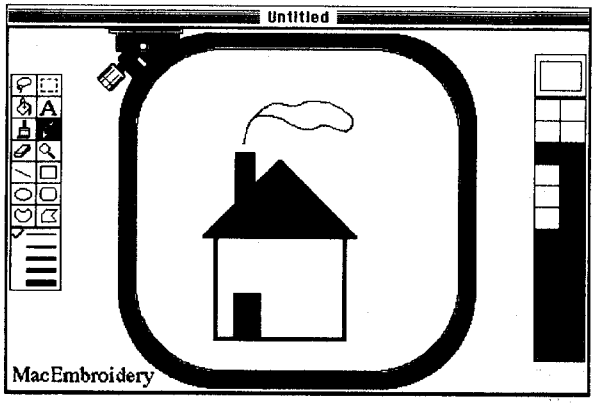
4. To draw smoke

Click sky blue on the color palette.
Click the pencil in the tool box; the cursor will change to a pencil.
Drag the pencil until an appropriately-sized shape appears. Do not leave any gaps in the shape outline.

Pencil Tool
--> p. 56

To paint the smoke

Click the paint bucket tool in the tool box.
Position the cursor within the outline of the smoke and click.

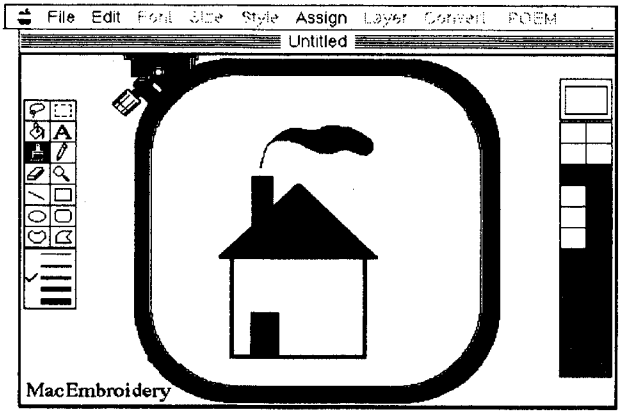


The design is complete.

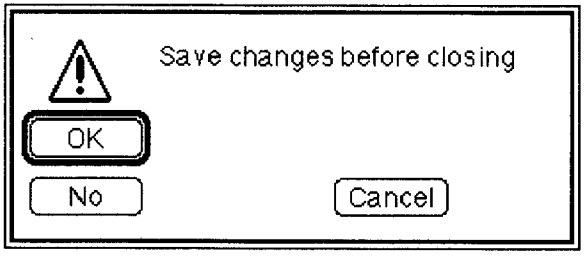
3. Creating Art Files

1) Click and hold "Assign" on the menu bar. The Assign menu will be displayed. Drag the mouse until "Assign Layer" is highlighted, then release.

Assign Menu
--> p. 40

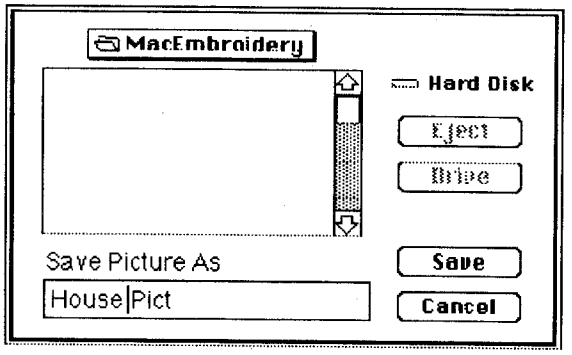


2) To save the Picture File



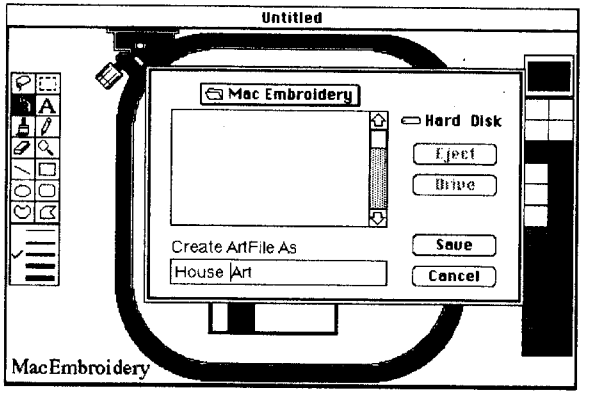
Click on "Save".

3) To enter a file name

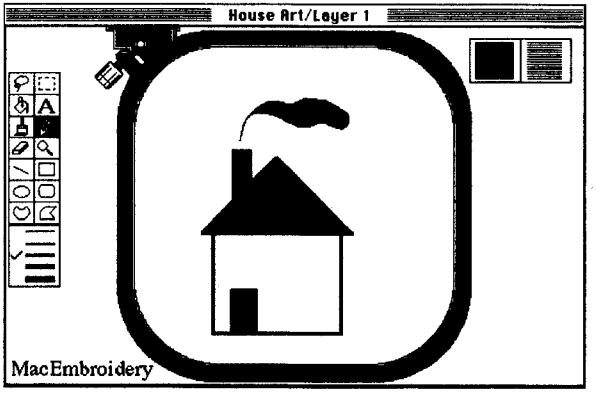


Type in a name to save your drawing as a Picture File. Click on "Save". For our example, type in "House Pict".

4) To enter a file name for the Art File



Type in a name to save your drawing as an Art File. Click on "Save". For our example, type in "House Art". Your screen should look like the picture shown on the next page.



The title has been changed to the name you entered.

The active layer is visible, and the non-active layers appear shadowed.

Active Layer
--> p. 41

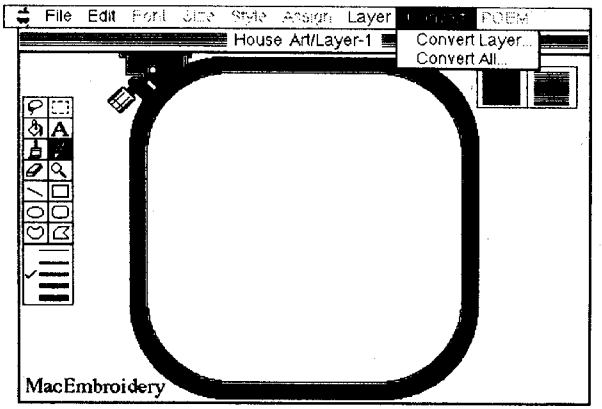
Now,the Picture File is changed to Art file divided into 3 layersof blue, red and light blue colors.

In Art Files, various types of layer manipulation can be performed. For details, refer to Basic Operations - Act 1 Menus, page 29 and Basic Operations - Act 3 Art File, page 71.

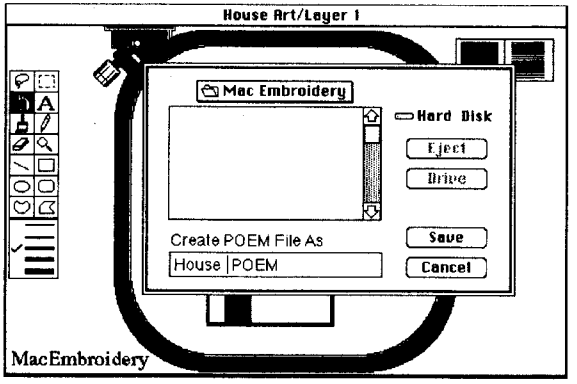
4 Creating POEM Files

1) Click and hold "Convert" in the menu bar to display the POEM menu. Drag until "Convert All..." is highlighted, then release.

Convert Menu
--> p. 44



2) To input a file name

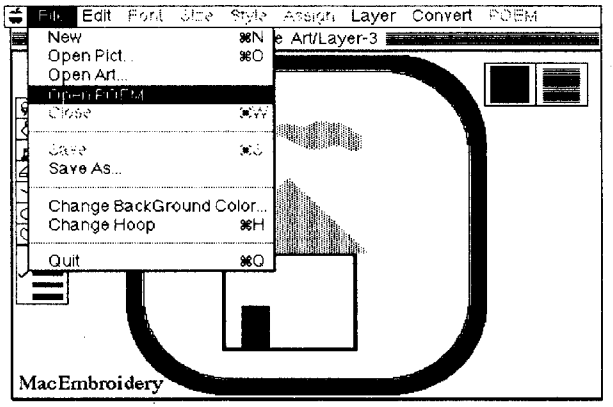


Type in a name to save your drawing as a POEM File. Click on "Save". For our example, type in "House POEM". The cursor will change to a spinning beach ball while processing; during this time other operations cannot be performed.

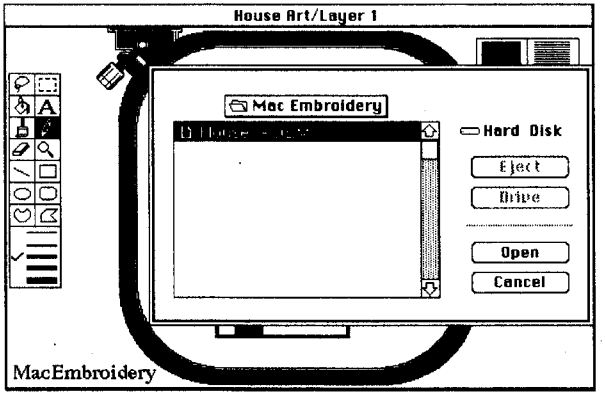
5 Embroidering

1) Click and hold "File" in the menu bar to display the File menu. Drag until "Open POEM..." is highlighted, then release.

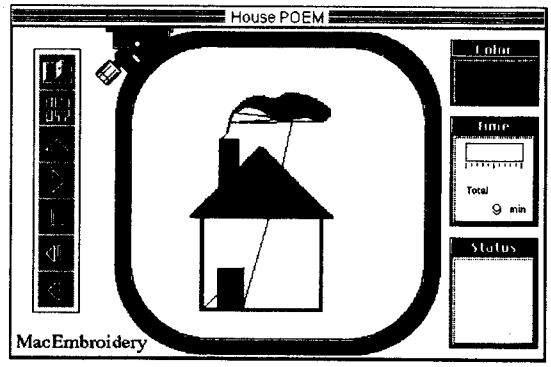
File Menu
--> p. 31



2) To select a file
Click on the file to be embroidered, click "Open".



The stitching path will be simulated on the screen as shown below.



—— Color Box

To change the position of the design within the hoop, drag the design to a new position. If any part of the design is outside the hoop,the move will be ignored.

3) Embroidering

Control Panel Operation Switch
Click to turn the panel power on and off.

Initialize Button

Bring up lower thread.

Execute Button

Pause Button

Reverse 1 stitch

Reverse continuously

POEM-500 Control Panel

Confirm that the POEM-500 pilot lamp (red) is blinking slowly. Insert sky blue thread into the upper needle. Sky blue should be indicated in the color box. Click on the Control Panel Operation Switch and then on the Initialize Button. Once initialization is complete, insert embroidery hoop and cloth.

POEM-500
Control Panel
--> p. 76

Click on the Δ button to bring up the lower thread. Click on the Execute button to begin the embroidery. To pause, click on the pause button.

Click on the Execute button again to restart the embroidery.
If the POEM-500 machine stops during the embroidery, please proceed according to the message displayed in the Status Box on the screen.

Status
--> p.77

The main messages which are displayed during the embroidery process are explained below. If messages other than the ones shown below appear, please refer to Basic Operations - Act 4 Clip File, page 75.

Cut Thread	Cut thread.
Pull Up	Pull up the lower thread.
Thread Broken	The thread has been broken. Reset the upper thread, bring up the lower thread with the Button, click Execute to restart.
Change Color	Change the thread to the color displayed in the right hand side of the color box, bring up the lower thread with the Δ Button, and click Exe cute to restart.

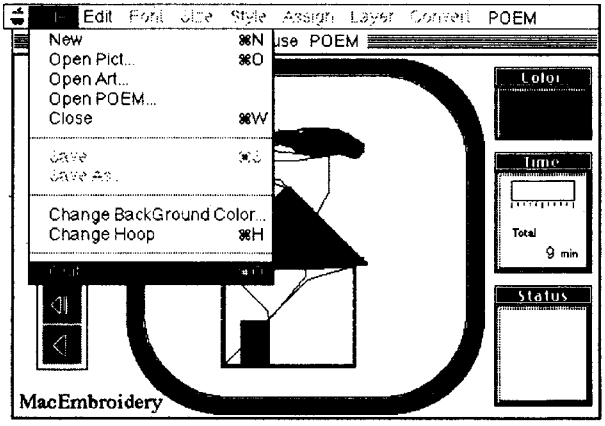
4) When the POEM-500 stops and the message "Complete" is displayed in the Status Box, switch the Operation Switch of the POEM-500 to off.

5) Remove the cloth from the embroidery hoop and cut any unnecessary threads.

6 Quit MacEmbroidery V2.0

1) Press and hold "File" on the menu bar to display the File menu. Drag until "Quit" is highlighted, then release.

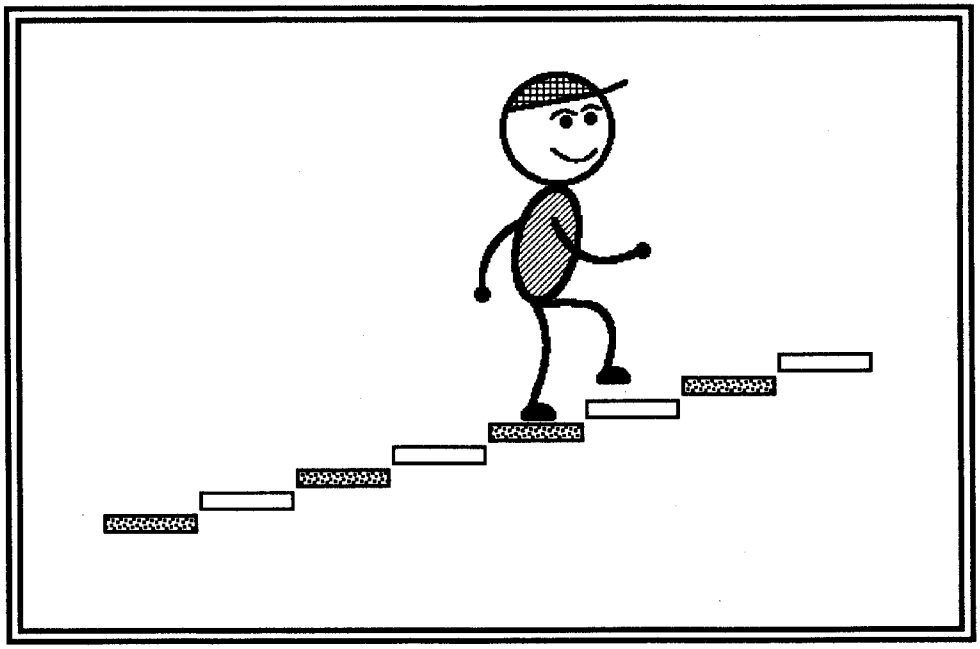
MacEmbroidery V2.0 will be closed and the Macintosh desktop will be displayed.



2) Refer to the Macintosh manual to turn off the Macintosh. Refer to the P•O•E•M User's Manual to turn off the POEM-500.

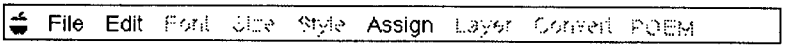
Basic Operations

Reference to all MacEmbroidery Functions



Act1 Menus

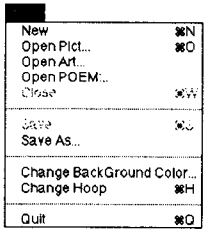
The menus have been divided according to function. Depending upon the situation, menus selections will appear as available or not (shadowed) as appropriate. The long horizontal bar which appears at the top of the screen is called the menu bar.



● Operation

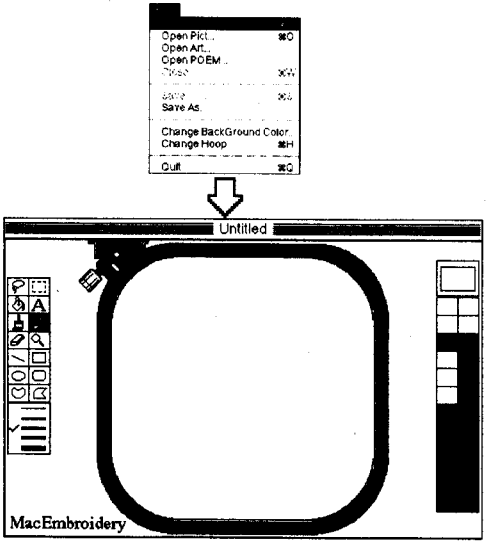
1) Press and hold down the title in the menu bar that you wish to select. The menu will be displayed.

Example: Displaying the File Menu



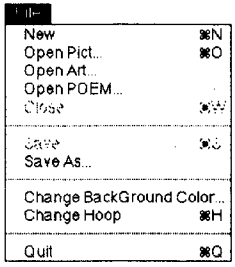
2) Drag the mouse down to highlight the item on the menu that you wish to select and release. Either the menu command selected will be performed or a dialogue box will appear.

Example: Selecting "New" from the File Menu



1 File Menu

Saving, Opening & Reading Files

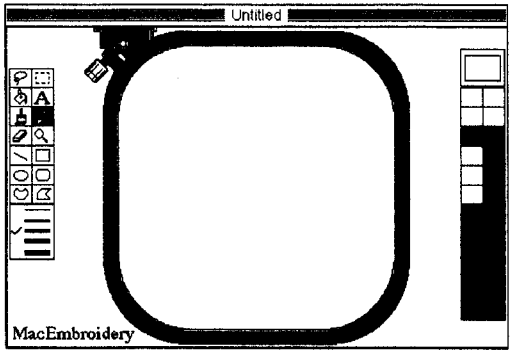


(1) New

Create a New File

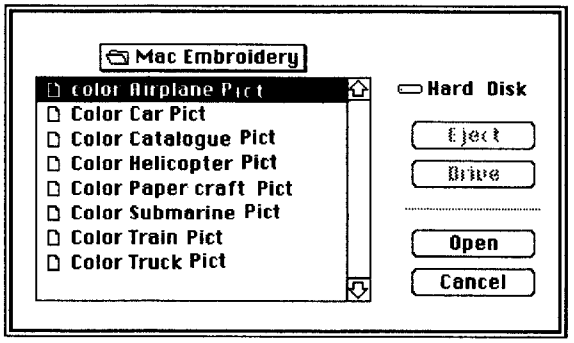
●Operation

Select "New" from the File menu. The screen will appear as follows:



(2) Open Pict...
Open an existing file

● Operation
Select "Open Pict..." from the File menu. The following dialogue box for selecting the file will be displayed.



There are two methods of selecting a file:

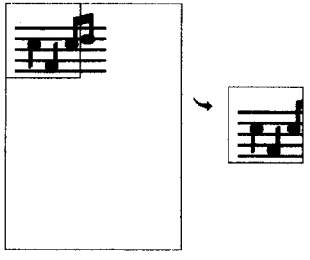
a) Double click on the file name you want to open.

b) Click on the file name you want to open, then click "Open".

The selected file will be displayed.

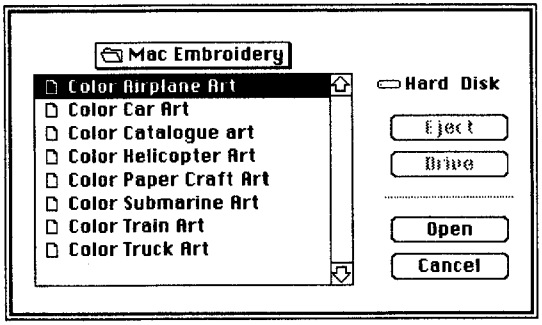
A file in PICT Format which was created in another application program can also be opened. In such a case, the colors in the file will be approximated and converted using the colors you fix in the color palette.
Only the area
measuring 9x9 cm in the upper left corner of the file will be cut and pasted into the MacEmbroidery file.

Example



(3) Open Art...
Open an Art File

● Operation
Select "Open Art..." from the File Menu. The following file selection dialogue will be displayed.



There are two methods for opening files.

a) Double click on the file name you want to open.

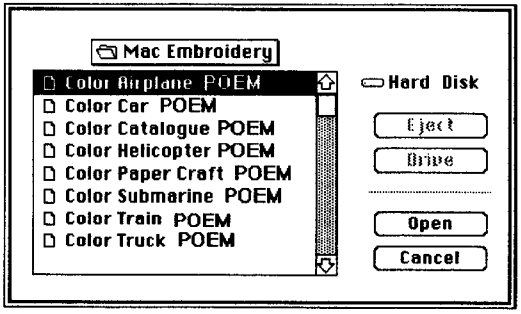
b) Click on the file name you want to open, then click "Open".

The selected Art File will be displayed.

(4) Open POEM ...
Open a POEM File

Monochrome
--> p. 89

●Operation
Select "Open POEM..." from the File Menu. The following file selection dialogue will be displayed.



There are two methods for opening files.

a) Double click on the file name you want to open.
b) Click on the file name you want to open, then click "Open".

The selected POEM File will be displayed.

Two POEM Files can be opened at the same time. Therefore, two designs can be embroidered at the same time. By using the Merge function, two designs can also be saved as one POEM File.

Merge
--> p. 45

When two POEM Files are opened at the same time, the active File will be visible, and the inactive file will appear shadowed. The name of the current active File can be confirmed by looking on the POEM menu. The Files' active status can be reversed by using the POEM menu.

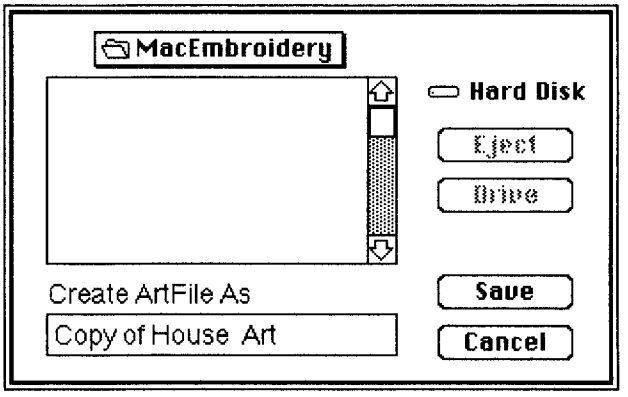
POEM Menu
--> p. 45

Active POEM Files' designs can be moved by dragging with the mouse (the cursor will change to a hand). Use this method to edit the positioning of two open POEM Files relative to each other. Rotating open POEM Files is done by using the Edit menu.

(5) Close
Close Active File When Two POEM Files Are Open

(6) Save
Save File

(7) Save As...
Save a File Under a Different Name



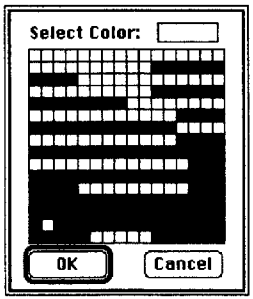
Enter the file name and click "Save".

(8)Change Background Color...

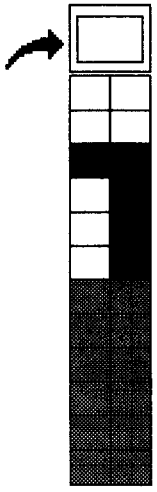
To see how your design will look on different coloured fabric,use 'Change Background color...'. Your embroidery design is not affected. (Not available in mono version

●Operation

Select "Change Background" from the File menu. The following dialogue box will be displayed.

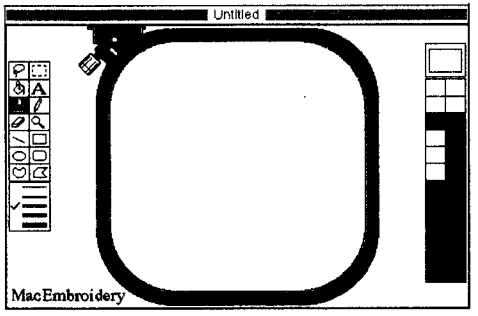


When the mouse is clicked on a color, "Select Color" will change to the selected color. Once "Select Color" is set to the desired color, click "OK". The selected color will be displayed as the background in the embroidery hoop. In the Picture File screen, the background color is displayed in the outline of the color box.

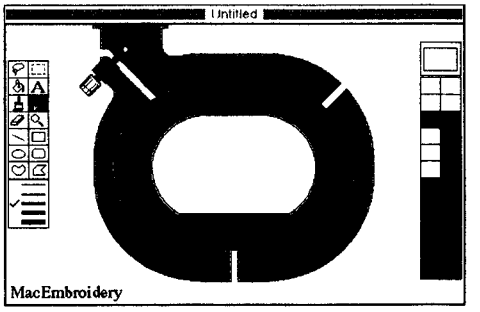


(9) Change Hoop
Change Hoop Size

● Operation
Select "Change Hoop" from the File menu. The hoop size will change.



Large Hoop

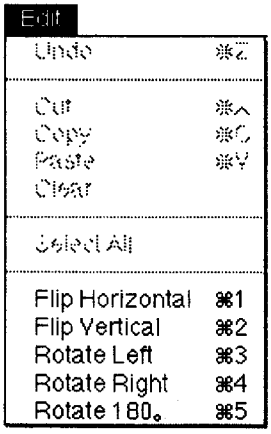


Small Hoop

(10) Quit
Quit MacEmbroidery.

● Operation
Select "Quit" from the File Menu. MacEmbroidery V.2.0 will be closed.

2 Edit Menu



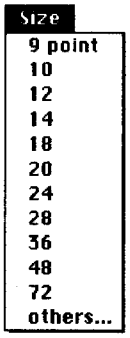
In the Art and Picture files, rotate and flip commands use the center of the area selected with the selection tool as the center point for rotation. In the POEM File, however, these same commands use the stitching start point as the center point for rotation.

In case of moving POEM File (p.46) , picture rotates and flips on the start point of embroidery.
If the picture doesn't go in the hoop, rotation and flip will be valid.

3 Font Menu

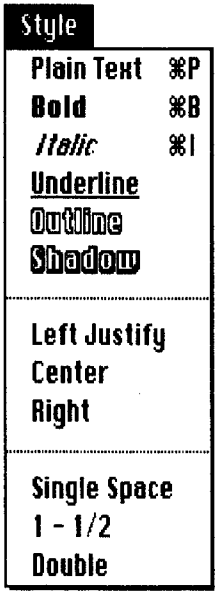
Select font for Paint Text

4 Size Menu



Select font size.

5 Style Menu



Change font style

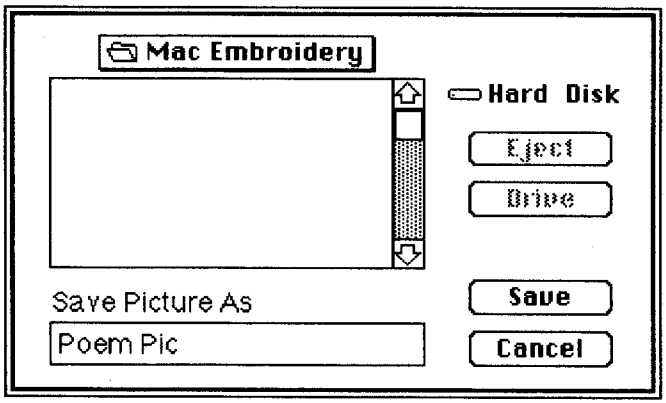
6 Assign Menu

Create an Art File

(1) Assign Layer

● Operation

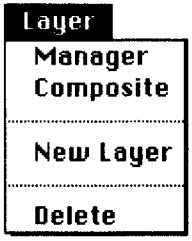
Select "Assign Layer" from the Assign menu. The following file save dialogue box will be displayed.



Input the name of the file in the highlighted area and click "Save".

7 Layer Menu

Manage Layers



(1) Manager

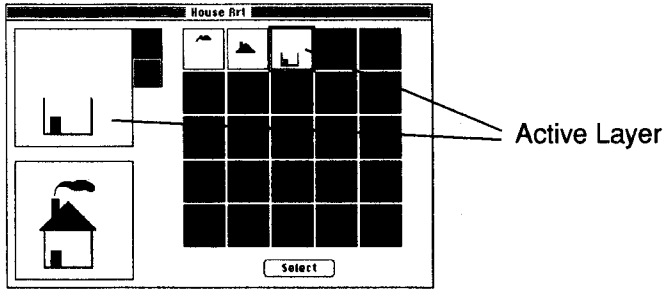
The layer structure of an Art File is displayed. The colors and stitch patterns assigned to layers can be changed.

Manager
-->p.84

●Operation

Select "Manager" from the Layer menu. The following window will be displayed.

Monochrome
--> p. 89



The layer outlined in thick black frames is active and is shown in the upper left corner of the screen.

To make a layer active, click the layer box to change the outline to the thick black frame and then click "Select". The selected layer will become active and you will be returned to the Art File screen. In the Art File screen, active layers are visible and inactive layers are shadowed.

(2) Composite

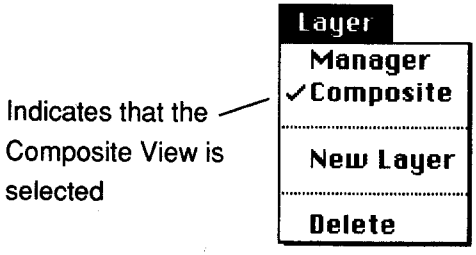
If "Composite" is chosen, all layers are shown; inactive layers are shadowed. When "Composite" is not selected, the active layer is shown.

●Operation

Select "Composite" from the Layer menu.

Monochrome
--> p. 90

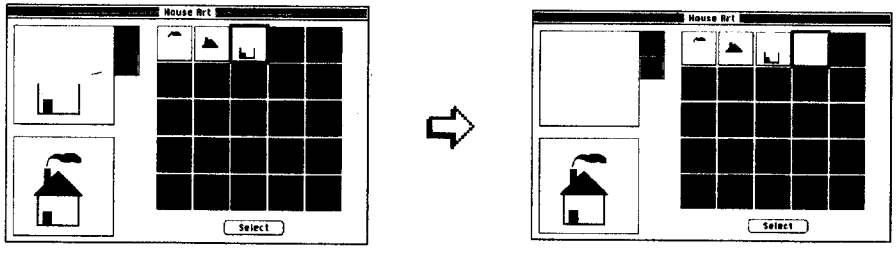
(3) New Layer



Create New Layer

●Operation

Select "New Layer" from the Layer menu. If selected while in the Art File screen, a blank screen will be displayed. If selected while in the Manager screen, a new layer will be created immediately after the layer framed in black.



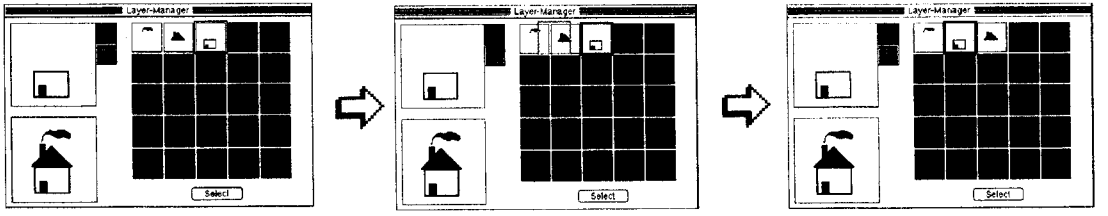
(4) Delete
Delete Layer

●Operation
While in the Manager screen, click the layer to be deleted (thereby moving the black frame to that layer), and select "Delete" from the Layer menu.

Delete can also be used while in the Art File screen. Please check which layer is active before using Delete.

Switch the orders of layer

Select the layer you want to move,and move it to the new place by dragging.



8 Convert Menu

Manipulation of POEM Files

(1) Convert Layer

Convert Only the Active Layer to a POEM File

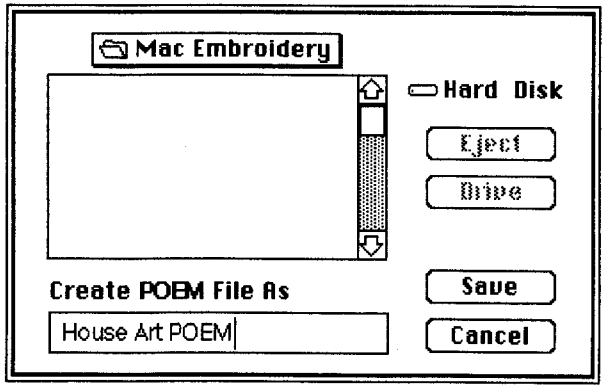
(2) Convert All...

Convert all layers into a POEM File

●Operation

Select "Convert Layer" or "Convert All..."from the Convert menu.

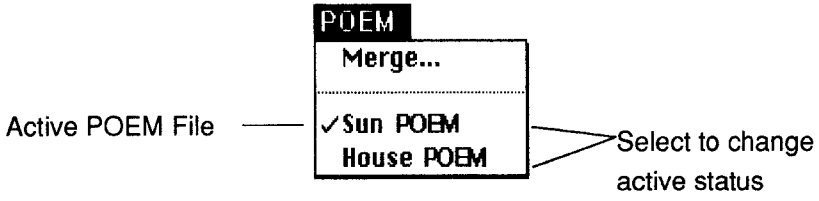
The following save dialogue box will be displayed.



Enter name in the highlighted area and click "Save".

9 POEM Menu

While in the POEM File screen this menu will be enabled. Two POEM Files can be merged into one File.



Embroidery always starts with the non-active layer.

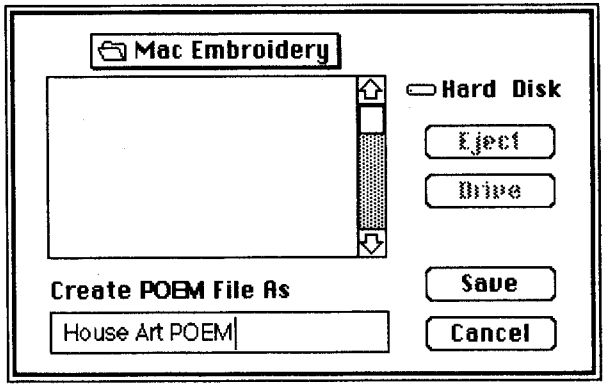
(1) Merge

Merge two POEM Files into one POEM File.

If the total of layer comes over 50, the embroidery data can't be made.

● Operation

Select "Merge..." from the POEM menu. The following file save dialogue box will be displayed.



After completion of the merge, the new POEM File will be displayed.

Move the POEM File

To change the position of the design within the hoop, drag the design to a new position. If any part of the design is outside the hoop, the move will be ignored.

Act 2 Picture File

1 Tool Box

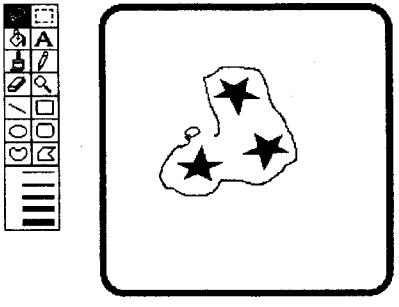
When MacEmbroidery is opened, the tool box is displayed on the left side of the Picture File screen. There are 14 tools in all, and they are used to draw pictures.

(1) Lasso Tool

The Lasso Tool is used for selecting objects. When an object is selected, it can then be moved. Depending on the menu bar command, selected objects can also be cut, copied and pasted. This tool is designed for use on small or irregularly shaped objects. When the Lasso tool is clicked and the cursor is moved into the embroidery hoop, the cursor changes from an arrow to a lasso.

●Operation

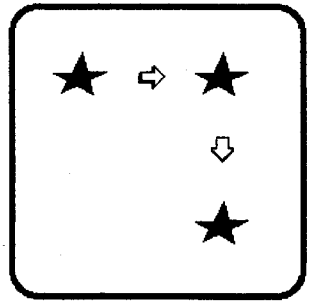
Determine the objects to be selected and change the cursor to the lasso. Drag the cursor around the objects until they are surrounded by the lasso, then release.



When the cursor is moved inside the lasso, it will change back to an arrow. Move the selected objects by dragging the arrow cursor.

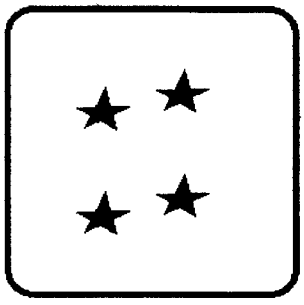
● Shift Drag --> Horizontal/Vertical Drag

Drag while holding down the Shift key on the keyboard. If your first movement is to the left or right, you will be able to drag horizontally. If your first movement is up or down, you will be able to drag vertically.



● Option Drag --> Copy Object(s)

Drag while holding down the Option key on the keyboard. While the original object will remain stationary, a duplicate of the object can be dragged with the cursor to the position of your choosing. If both Shift and Option keys are used simultaneously, the duplicate object can be dragged horizontally or vertically.

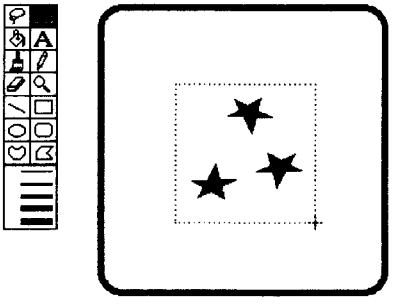


(2) Selection Tool

The Selection Tool is used for selecting objects. When an object is selected, it can then be moved. Depending on the menu bar command, selected objects can also be cut, copied and pasted. When the Selection tool is clicked and the cursor is moved into the embroidery hoop, the cursor changes from an arrow to a cross.

● Operation

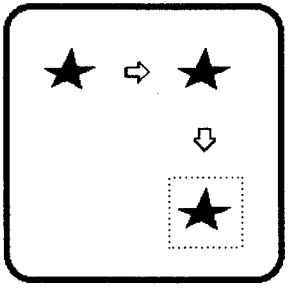
Determine the objects to be selected and change the cursor to a cross. Drag the cursor diagonally to surround the objects with the selection rectangle, then release.



When the cursor is moved inside the selection rectangle, it will change back to an arrow. Move the selected objects by dragging the arrow cursor.

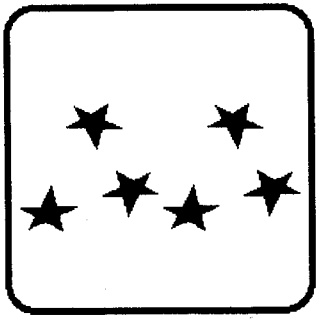
●Shift Drag --> Horizontal/Vertical Drag

Drag while holding down the Shift key on the keyboard. If your first movement is to the left or right, you will be able to drag horizontally. If your first movement is up or down, you will be able to drag vertically.



● Option Drag --> Copy Object(s)

Drag while holding down the Option key on the keyboard. While the original object will remain stationary, a duplicate of the object can be dragged with the cursor to the position of your choosing. If both Shift and Option keys are used simultaneously, the duplicate object can be dragged horizontally or vertically.

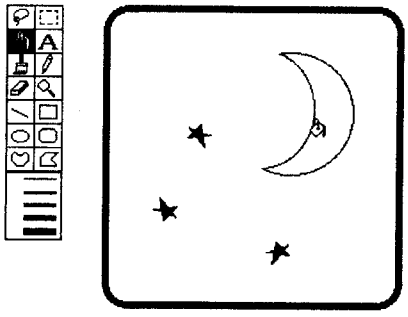


(3) Paint Bucket Tool

The Paint Bucket Tool is used to fill in (paint) completely enclosed objects. When the Paint Bucket tool is clicked and the cursor is moved into the embroidery hoop, the cursor changes from an arrow to a paint bucket.

● Operation

Change the cursor to the paint bucket and position the dripping paint within the outline of the object to be painted.



Note

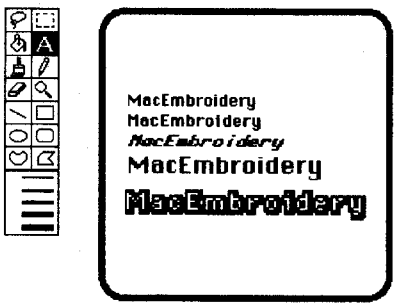
If the paint bucket is used on an object which is not completely closed, the entire screen will be painted. If the entire screen is painted, select "Undo" from the Edit menu to undo the command and return the screen to its previous condition.

(4) Paint Text Tool

The Paint Text Tool is used to type characters on drawings. When the Paint Text Tool is clicked and the cursor is moved into the embroidery hoop, the cursor changes from an arrow to "I".

●Operation

Change the cursor to "I". Position the cursor where you wish to type, click once, and the insert point will be displayed. When characters are entered on the keyboard, they will appear after the insert point.



When you have finished typing, click the mouse to set the characters. Before the characters are set, the menu commands for font, size and style can be used to edit your entries.

Note

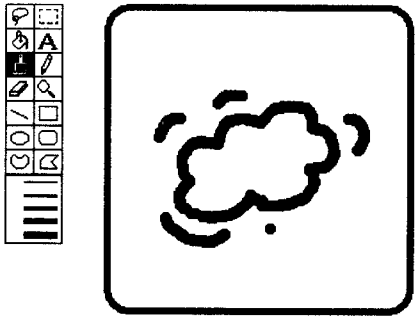
Font sizes of 18 points and larger are recommended. Sans serif fonts like Helvetica usually work better than serif fonts like Times

(5) Brush Tool

The Brush Tool is used to paint free lines in the selected brush shape and size. When the Brush Tool is clicked and the cursor is moved into the embroidery hoop, the cursor changes from an arrow to the selected brush.

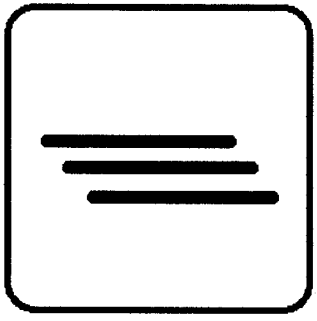
● Operation

Change the cursor to the brush, drag and paint.



● Shift Drag --> Horizontal/Vertical Line Drawing

Drag while holding down the Shift key on the keyboard. If your first movement is to the left or right, you will be able to draw a horizontal line. If your first movement is up or down, you will be able to draw a vertical line.

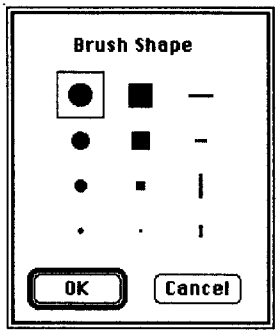


● Option Drag -->Erase

By dragging with the 'Option Key' pressed, this tool will act as an eraser. Both Shift and Option Keys can be used together.

● Double Click--> Select Brush Shape

Double click on the Brush Tool icon. Click on the desired brush shape and click "OK". The cursor will change to the selected brush shape.

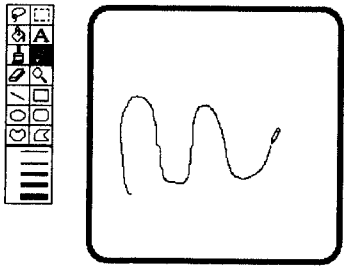


(6) Pencil Tool

The Pencil Tool is used to draw free lines in a one-pixel width. When the Pencil Tool is clicked and the cursor is moved into the embroidery hoop, the cursor changes from an arrow to a pencil.

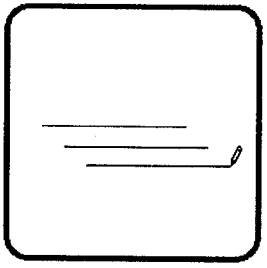
● Operation

Change the cursor to the pencil, drag and draw.



● Shift Drag --> Horizontal/Vertical Line Drawing

Drag while holding down the Shift key on the keyboard. If your first movement is to the left or right, you will be able to draw a horizontal line. If your first movement is up or down, you will be able to draw a vertical line.



Note

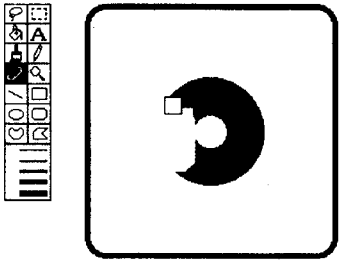
To erase a line drawn with the pancil, position the pencil cursor on top of the line and drag. The Line will be erased as it is overwritten.

(7)Eraser Tool

The Eraser Tool is used to erase objects or lines. When the Eraser Tool is clicked and the cursor is moved into the embroidery hoop, the cursor changes from an arrow to a rectangle.

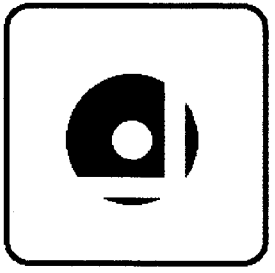
● Operation

Change the cursor to the eraser rectangle, drag and erase.



● Shift Drag --> Horizontal/Vertical Line Drawing

Drag while holding down the Shift key on the keyboard. If your first movement is to the left or right, you will be able to erase in a horizontal line. If your first movement is up or down, you will be able to erase in a vertical line.



● Double Click --> Erase Entire Drawing Area

Double click on the eraser icon to erase everything within the embroidery hoop area.

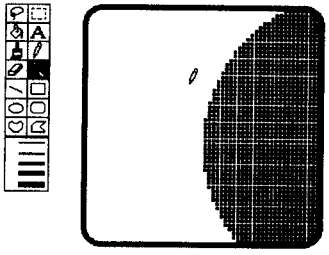
If you double click on the eraser by mistake, you can undo the erasure by selecting "Undo" from the Edit menu.

(8) Magnifying Glass Tool

The Magnifying Glass Tool is used to magnify objects to facilitate detailed drawing and editing. When the Magnifying Glass Tool is clicked and the cursor is moved into the embroidery hoop, the cursor changes from an arrow to a magnifying glass.

●Operation

Change the cursor to the magnifying glass, position over the area to be magnified, and click. The selected area will be magnified and the cursor will change to a pencil.



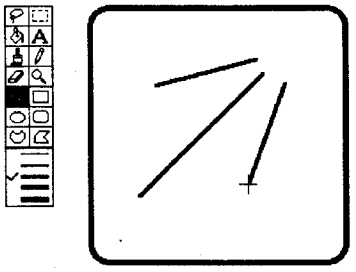
Use the cursor as you would the pencil tool. If the cursor is moved outside of the embroidery hoop, the drawing will revert to its normal size.

(9) Line Tool

The Line Tool is used to draw straight lines. When the Line Tool is clicked and the cursor is moved into the embroidery hoop, the cursor changes from an arrow to a cross.

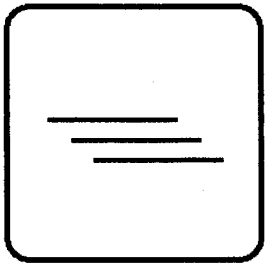
● Operation

Change the cursor to the cross, drag and draw.



● Shift Drag --> Horizontal/Vertical Line Drawing

Drag while holding down the Shift key on the keyboard. If your first movement is to the left or right, you will be able to draw a horizontal line. If your first movement is up or down, you will be able to draw a vertical line.

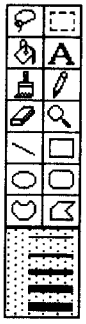


● Option Drag -->Erase

By dragging with the 'Option Key' pressed, this tool will act as an eraser. Both Shift and Option Keys can be used together.

● Line Width Selection

Select the desired line width from the Tool Box Line Width Selection



Note

If a line width equal or greater to the 3-pixel width (third from the top) is used, better results can be expected when your drawing is embroidered.

If 1 or 2 pixel lines are used, we recommend that you use stitching parallel to the direction of the line if possible.

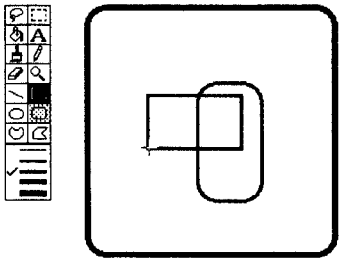
(10) Rectangle Tool & Rounded Rectangle Tool

The Rectangle Tool is used to draw rectangles, and the Rounded Rectangle is used to draw rectangles with rounded corners. When either of the tools is clicked and the cursor is moved into the embroidery hoop, the cursor changes from an arrow to a cross.

If the object drawn is not to your liking, select "Undo" from the Edit menu to delete.

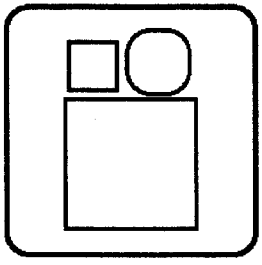
● Operation

Change the cursor to the cross, drag and draw.



● Shift Drag --> Draw Square

Drag while holding down the Shift key on the keyboard to draw squares.

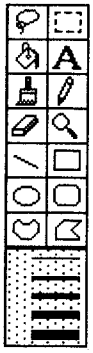


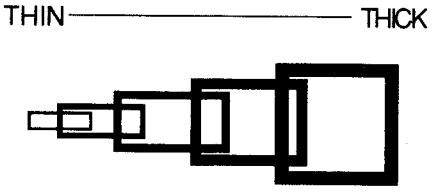
● Option Drag -->Erase

By dragging with the 'Option Key' pressed, this tool will act as an eraser. Both Shift and Option Keys can be used together.

● Outline Width Selection

Select the desired outline width from the Tool Box Line Width Selection

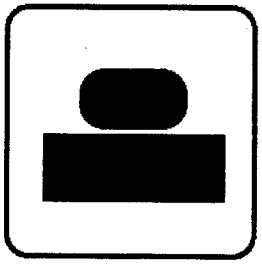




● Double Click --> Solid Rectangle/Solid Rounded Rectangle

Double click on the rectangle/solid rectangle tool to change the icon to a black rectangle.

The tool can now be used to draw solid shapes. Click on the icon again to change it back to the original tool.



Note

If a line width equal or greater to the 3-pixel width (third from the top) is used, better results can be expected when your drawing is embroidered.

If 1 or 2 pixel lines are used, we recommend that you use stitching parallel to the direction of the line if possible.

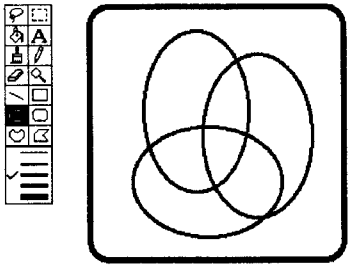
(11) Oval Tool

The Oval Tool is used to draw ovals. When the Oval Tool is clicked and the cursor is moved into the embroidery hoop, the cursor changes from an arrow to an oval.

If the object drawn is not to your liking, select "Undo" from the Edit menu to delete.

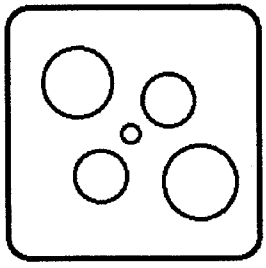
● Operation

Change the cursor to the oval, drag and draw.



● Shift Drag --> Draw Circle

Drag while holding down the Shift key on the keyboard to draw perfect circles.

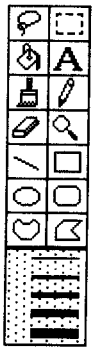


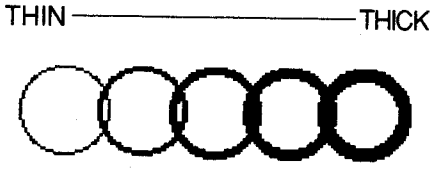
● Option Drag -->Erase

By dragging with the 'Option Key' pressed, this tool will act as an eraser. Both Shift and Option Keys can be used together.

● Outline Width Selection

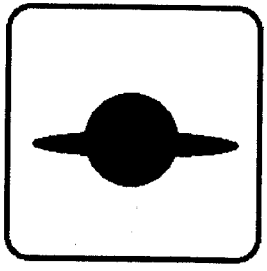
Select the desired outline width from the Tool Box Line Width Selection.





● Double Click --> Solid Oval

Double click on the Oval Tool to change the icon to a black oval.



This tool can now be used to draw solid shapes. Click on the icon again to change it back to the original tool.

Note

If a line width equal or greater to the 3-pixel width (third from the top) is used, better results can be expected when your drawing is embroidered.
If 1 or 2 pixel lines are used, we recommend that you use stitching parallel to the direction of the line if possible.

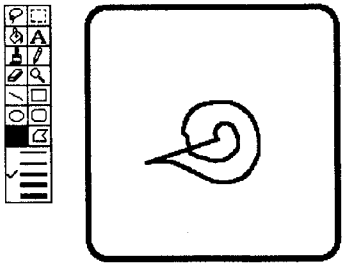
(12) Free Line Tool

The Free Line Tool is used to draw free lines. The beginning and end points of the line will automatically be connected when the mouse is released. When the Free Line Tool is clicked and the cursor is moved into the embroidery hoop, the cursor changes from an arrow to a cross.

If the object drawn is not to your liking, select "Undo" from the Edit menu to delete.

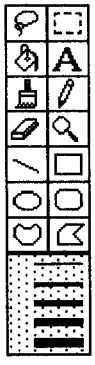
● Operation

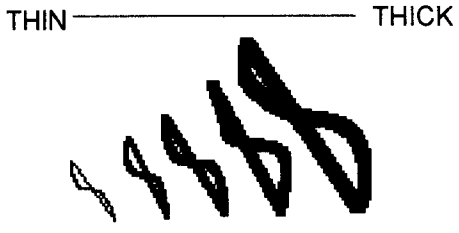
Change the cursor to the cross, drag and draw. When the mouse is released, a line will automatically be drawn connecting the two end points.



● Outline Width Selection

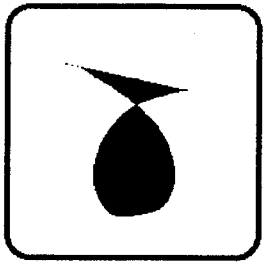
Select the desired outline width from the Tool Box Line Width Selection.





● Double Click --> Solid Shape

Double click on the Free Line Tool to change the icon to a solid shap



When the mouse is released the shape will be filled in. Click on the icon again to change it back to the original tool.

Note

Even if the end point of the line is outside of the embroidery hoop, it will be connected with a line to the beginning point.

If a line width equal or greater to the 3-pixel width (third from the top) is used, better results can be expected when your drawing is embroidered.
If 1 or 2 pixel lines are used, we recommend that you use stitching parallel to the direction of the line if possible.

(13) Polygon Tool

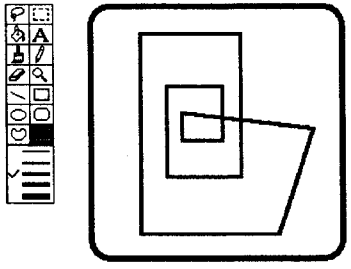
The Polygon Tool is used to draw polygons. The beginning and end points of the line will automatically be connected when the mouse is released. When the Polygon Tool is clicked and the cursor is moved into the embroidery hoop, the cursor changes from an arrow to a cross.

If the object drawn is not to your liking, select "Undo" from the Edit menu to delete.

● Operation

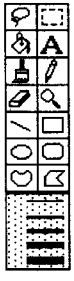
Change the cursor to the cross, then click and release for the beginning point of your first line segment. Position the cursor for the endpoint, taking into consideration the desired length and angle for the segment, then click again. A line will automatically be drawn to

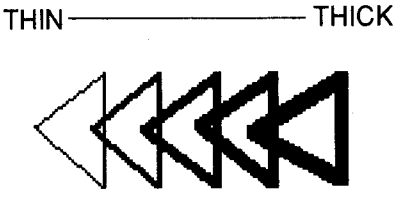
connect the two points. Repeat to draw the remaining lines. At the final point, double click to connect back to the beginning point.



● Outline Width Selection

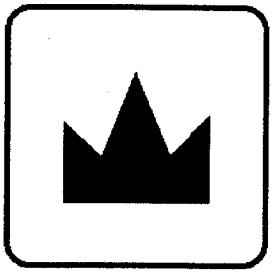
Select the desired outline width from the Tool Box Line Width Selection.





● Double Click --> Solid Shape

Double click on the Polygon Tool to change the icon to a solid shape.



When you double click for the final point of the polygon, the shape will be filled in. Click on the icon again to change it back to the original tool.

Note

If the mouse is clicked on a point outside of the embroidery hoop, it will be ignored. Instead of connecting to the point outside of the hoop, the line will be connected to the starting point of your polygon.

If the number of lines reaches the upper limit of 50, the last point will automatically be connected to the starting point.

If a line width equal or greater to the 3-pixel width (third from the top) is used, better results can be expected when your drawing is embroidered.
If 1 or 2 pixel lines are used, we recommend that you use stitching parallel to the direction of the line if possible.

2 Color Palette

When MacEmbroidery V2.0 is opened, the Color Palette will be displayed on the left side of the screen. There are twelve preset colors in the Color Palette, and you may also add up to twelve optional colors to the Palette. The twelve colors used as the standard preset palette cannot be added as optional colors.

Monochrome
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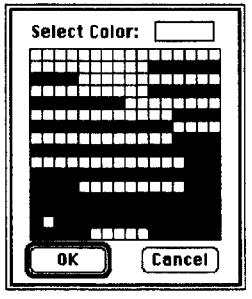
● Operation

Click on the desired color. The chosen color will be displayed in the top box on the Palette.

● Select Optional Color

Double click on the box where you wish to enter an optional color. The following window will be displayed.



Click on the desired color, and the "Select Color" box will display that color. If the desired color is displayed, click "OK". The color will be added to the Color Palette.

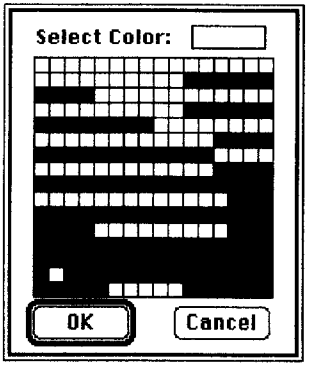
Act 3 Art File

1. Color Box

In the Art File screen, there are two boxes displayed in the upper right corner of the screen. The left box is the Color Box.
In the Manager screen there are two boxes to the upper right of the active layer. The upper box is the Color Box. The color which is assigned to the currently active layer will be displayed in the Color Box.

Monochrome
--> p.91

● Operation
Change Layer Color
Double click on the Color Box. The following window will be displayed.



Click on the desired color, and the "Select Color" box will display that color. If the desired color is displayed, click "OK". The color will be displayed in the Color Box.

2 Stitch Pattern Box

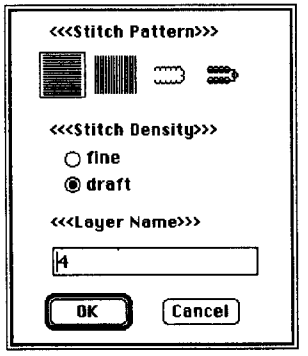
In the Art File screen, there are two boxes displayed in the upper right corner of the screen. The right box is the Stitch Pattern Box.

In the Manager screen there are two boxes to the upper right of the active layer. The lower box is the Stitch Pattern Box. The stitch pattern which is assigned to the currently active layer will be displayed in the Stitch Pattern Box. Not only can you change the layer's stitch pattern, but you can also change the name of the layer itself.

● Operation

Change Stitch Pattern

Double click on the Stitch Pattern Box. The following window will be displayed.



● Stitch Pattern

Click on the desired stitch pattern.

Horizontal Stitch

Vertical Stitch

Single Outline

Triple Outline

● Stitch Density

Click on the desired stitch density. This selection is effective only with horizontal and vertical stitch patterns.

fine high density (0.1 mm space between lines)

draft low density (0.2 mm space between lines)

● Layer Name

Input a name for the active layer on the keyboard.

Act 4 POEM File

1 POEM-500 Control Panel

The Control Panel is displayed on the left side of the POEM File Screen. It includes various commands to control the POEM-500 machine.

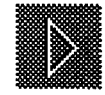
Control Panel Operation Switch
Click to turn panel power on and off.
Initialize Button
Bring up lower thread
Execute Button
Pause Button
Reverse 1 stitch
Reverse continuously

During operation, when a button is available for use it will appear as follows:

Example
Execute Button

《Enabled Status》

《During Operation》



《Not available》

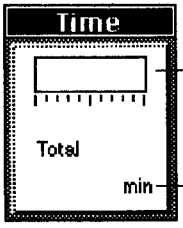
There are several ways to stop the machine during embroidery: press any key on the keyboard, clicking the mouse anywhere will stop the POEM.

2 Color

The Color Box is displayed on the upper right corner of the POEM File Screen. The color presently being embroidered is always displayed. If two colors are displayed, the color on the right side of the box is the color which will be used next.

3 Time

The time needed to embroider the current POEM File and the current progress status will be displayed in the Time Box.

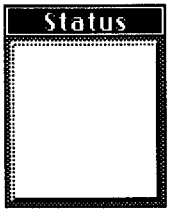


Progress is displayed in a bar graph.

Total time needed for embroidery

4 Status

Messages are displayed in the Status Box.



The causes and responses for the various messages are listed in alphabetical order starting on the following page.

BACKED UP The machine has backed up one stitch.
This message is displayed after the machine has reversed one stitch. To restart the embroidery, press the Execute button.

BACK UP Now reversing continuously. Press the mouse button to stop.
This message is displayed when the continuous reverse button is pressed and the machine is moving backwards. Click the mouse to stop.

CHANGE COLOR Put another color in the POEM .Then restart.
This message is displayed when it is necessary to change to a different color thread. Change the upper thread to the color displayed on the right side of the Color Box.

COMPLETE Turn off the Control Panel or hit "INIT" to repeat embroidery.
This message is displayed when embroidery is completed. If there are stitches missing, you can use the reverse function to go back to fill in stitches as necessary. If there are no missing switches, turn off the power with the Panel Switch and the system will revert to the POEM File Edit mode. Once the system has reverted to the POEM File Edit mode, you cannot use the reverse function to fill in missed stitches.
You can repeat the same embroidery design by hitting "INIT".

COVER OPEN Either the top or hook cover is open.Close it then restart.
This message is displayed if either of the covers is open, either when a command is entered, or when the machine is moving forwards or backwards. Close the open cover(s). For safety purposes, always keep both covers closed while operating the machine.

CUT THREAD Cut excess thread . Then restart.
This message is displayed after the first few stitches have been completed. Cut any excess thread as directed.

DATA TRANSFER Embroidery data is being transfered into memory.
This message is displayed after the control panel operation switch is turned on. The control panel operation switch can't use when this messege is ON.

DATA TRANSFER Embroidery Data is being transfered into memory.

EMBROIDERING Press the mouse button to stop.
This message is displayed while the machine is embroidering. For safety purposes, please do not touch the POEM-500 during the embroidery process. To stop embroidering, click the mouse.

ERROR Check that power is on and POEM is properly connected.
This message is displayed when a communication error occurs. Confirm that the machine power is on and that the machine is properly connected to the computer. Once everything is properly connected, press the Initialize Button. Because your embroidery cannot be restarted if the connector cable or the machine power is accidentally disconnected during the embroidery process, be careful to avoid disconnecting the power and connector cables.

FRAME LOCKED The hoop cannot move properly. Remove any obstacles.Then restart.
This message is displayed during the embroidery and initialization processes if the actuator cannot move properly. Confirm that there is nothing in the area to obstruct the movement of the actuator. If you find obstacles, please remove them from the path of the actuator. Be careful that the cloth does not become tangled in the area between the actuator and the arm of the machine.

INITIALIZE Now initializing POEM.
This message is displayed during initialization. Because the actuator will be moving, do not touch the machine during this process.

INITIALIZED Now you can start .
This message is displayed once initialization is completed. Install the embroidery hoop and fabric into the POEM-500.

NEEDLE STUCK Operate the handwheel to pull up the needle.
This message is displayed if the needle becomes stuck in the fabric while reversing. Turn the handwheel to pull the needle out of the fabric. Before using the reverse function, confirm that the needle is completely out of the fabric.

PAUSE Pause has been selected.
This message is displayed when the Pause Button is selected. To restart, click the Execute Button.

PULL UP Set the thread in the thread holder.
This message is displayed after the lower thread has been pulled up. In order to prevent the threads from tangling, take hold of the threads above the fabric (both the lower thread which has just been pulled up and the upper thread) and set them into the Thread Holder on the embroidery hoop.

READY Hit "INIT" to initialize POEM. Then set the hoop.
This message is displayed when power is turned on with the Control Panel Switch. Once the power is on, check that the communication cable is properly connected and press the Initialize Button. Once initialization is complete, install the embroidery hoop and fabric. If the embroidery hoop is installed prior to initialization, the needle may hit the hoop and cause problems.

SET APPLIQUE Set the cloth for the applique in the outline.

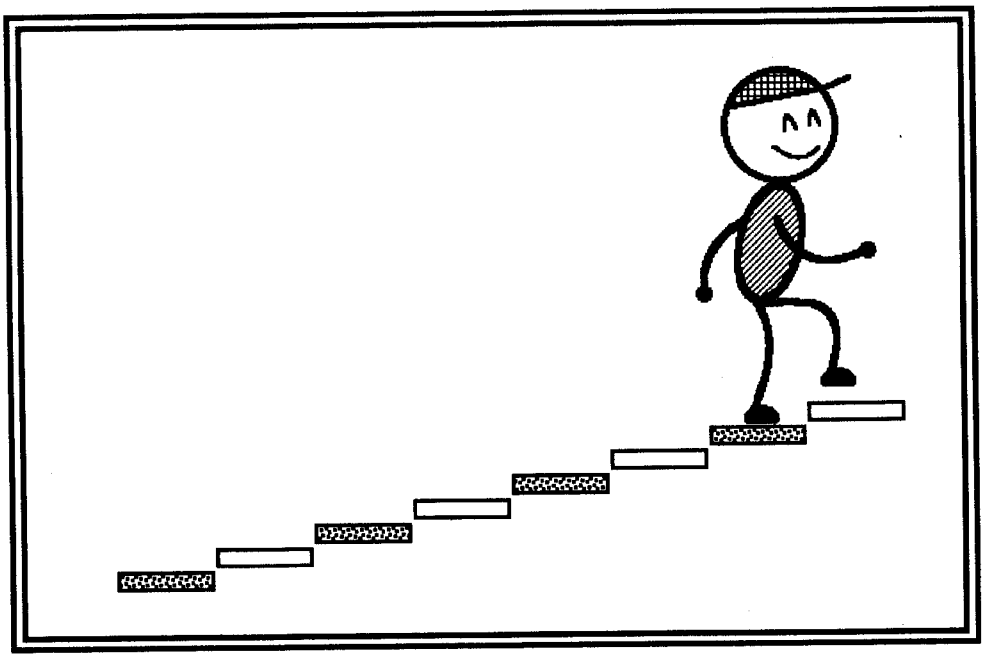
TANGLED Remove any thread that has tangled around the rotary hook.
This message is displayed if the thread becomes tangled around the rotary hook during the initialization or embroidery processes or while pulling up the lower thread. Check the rotary hook and
remove any thread that has tangled around it. If the needle has jammed on a button or snap, remove it and replace with a new needle. Because needles can break or bend when they hit a button or snap, it is recommended that you remove all such items before inserting your fabric into the POEM-500 machine.

THREAD BROKEN Rethread it or thread a new bobbin,then restart.
This message is displayed if the thread runs out or if it becomes broken during embroidery. Confirm that there is enough remaining thread for your needs and reset the thread.

TOP of DATA You have reached the beginning and cannot back up any further.
This message is displayed when the machine has reversed to the beginning of the embroidery data. It is not possible to reverse any further once this message has appeared.

Advanced Operations

Tips for more complex Embroidery



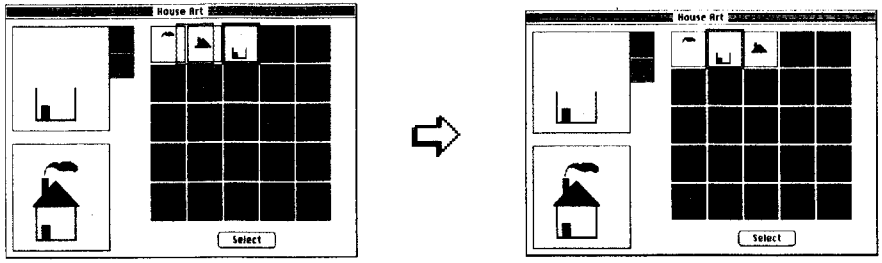
* Change Color & Stitch Pattern

In the manager screen,there are two boxes located to the right of the active layer (shown in the upper left corner of screen). The upper is the Color Box, and the lower is the Stitch Pattern Box. To change the color or stitch pattern, double click on the appropriate box.

Color Box
→p. 72
Stitch
Pattern Box
→p. 73

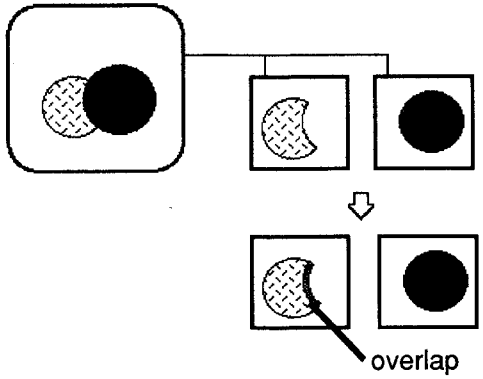
* Change Layer Order

In the manager screen,to change the position of a layer, first click and hold the cursor on that layer to change the cursor to a hand. Then drag the hand cursor to the layer before which you wish to insert the selected layer. Release the mouse to insert the selected layer directly before the cursor position.



* Eliminate Gaps When Embroidering Two Objects

When a drawing created in the Picture File screen is converted to an Art File and divided into layers, gaps may appear between objects.
You can sew without a gap, by retouching the layer and overlapping picture.



* Using Layer Divisions to Minimize Unnecessary Threads

Even when using the same color, layer divisions can be used to minimize the number of unnecessary threads. If the unnecessary threads are minimized, the amount of cutting necessary will also be reduced, and the resultant embroidery will be cleaner and therefore more attractive.

One Layer

Two Layers

* Outline Stitching

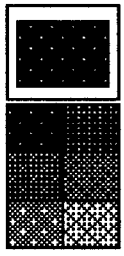
When stitching the outline of a rectangle, for example, the embroidery results will be better if the original drawing is a solid shape and the outline stitch is used than if the original drawing itself is an outline and the triple stitch is used.

Monochrome

Explanation of differences in Operation

1 Pattern Palette

Instead of the Color Palette, the Pattern Palette is displayed on the right side of the screen when MacEmbroidery is first opened . To indicate different colors, different patterns are displayed. Optional colors are not available in the monochrome version.

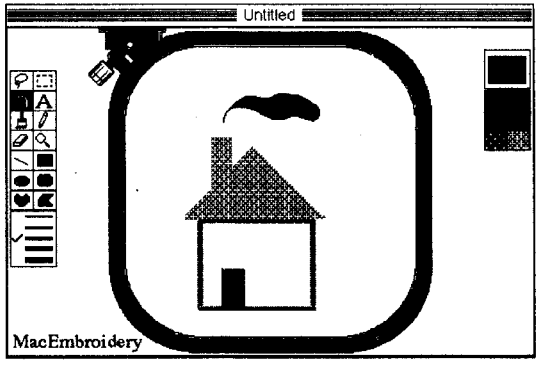


● Operation

Click the mouse on the desired pattern. The selected pattern will be displayed in the box at the top of the Pattern Palette.

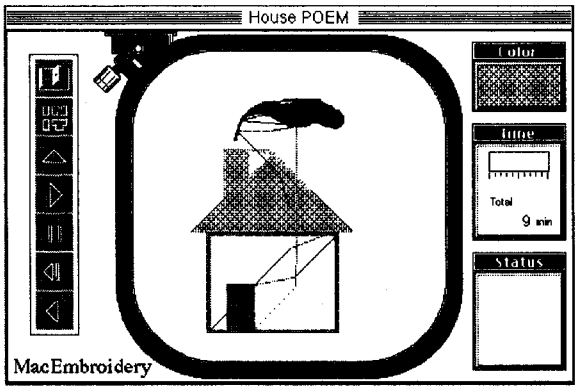
Note

When you are using a drawing tool, the drawing will be displayed using solid figures. Once the drawing is set the selected pattern will be displayed.



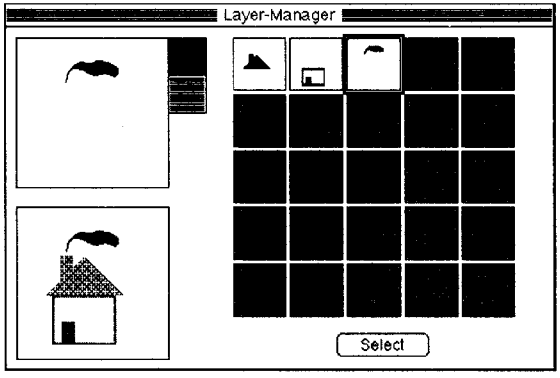
2 File - Open POEM...

Operation methods are identical to those used in the color version. The embroidery simulation screen in the monochrome version appears as follows:



3 Layer- Manager

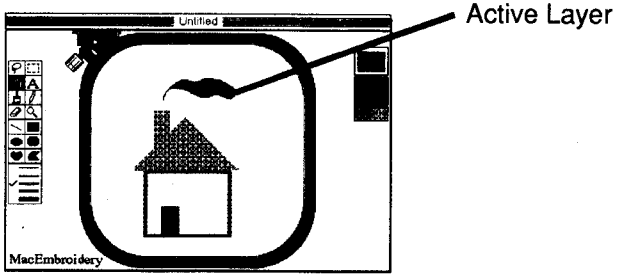
Operation methods are identical to those used in the color version. The individual layers are displayed as solid figures, and the currently active layer shown in the upper left corner is displayed using the selected pattern.



To confirm the pattern selection for a layer which is currently inactive, click on the layer and it will be displayed in the upper left corner with its selected pattern.

4 Layer- Composite

When Composite is selected, all layers are displayed. The active layer will be solid, and the other layers will be displayed using their selected patterns. When Composite is not selected, the active layer will be displayed as a solid figure. Operation methods are identical to those used in the color version.



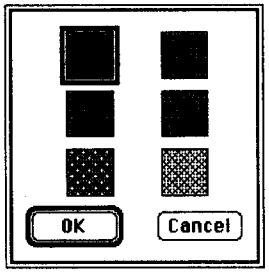
5 Pattern Box

In the Art File screen, two boxes are displayed in the upper right corner of the screen. The Pattern Box is the left box. In the Manager screen, two boxes are displayed to the upper right of the active layer. The upper box is the Pattern Box. The selected pattern for the currently active layer will be displayed in the Pattern Box.

● Operation

Change Layer Color

Double click on the Pattern Box. The following window will be displayed.



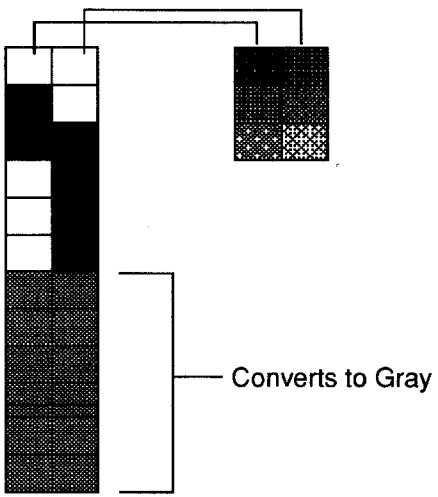
Click on the desired pattern, and the "Select Pattern" box will display that pattern. If the desired pattern is displayed, click "OK". The color will be displayed in the Pattern Box.

6 Transfer Capabilities between Color and Monochrome

The method for transferring files created in MacEmbroidery V2.0 between color and monochrome files is as follows:

	Color --> Monochrome	Monochrome --> Color
Picture File	No	---
Art File	No	No
POEM File	Yes	Yes

Each box in the Color Palette corresponds to the similarly located box in the Pattern Palette, and vice versa. Thus, if a POEM File is transferred from monochrome to color, each layer will be assigned the color which corresponds to the pattern used in the original drawing. Similarly, if a file is transferred from color to monochrome, each layer will be assigned the pattern which corresponds to the color used in the original drawing. If optional colors were used in the original drawing, they will be replaced with the gray pattern and will be displayed as such.



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